MRS-3F-USA

MR LABS

F-15 STRIKE EAGLE™

AMERICA'S HOTTEST JET FIGHTER!

MICROPROSE™

T

ADVISORY

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Persons who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Nintendo Software, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Official Nintendo Seal of Quality

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Nintendo ENTERTAINMENT SYSTEM®

F-15 Strike Eagle Pilot's Manual

CONTENTS

Quickstart 4
How to Play 6
Sortie Areas 12
Cockpit Diagram 20
Finding Your Target 22
Missiles and Decoys 24
Using the Radar 28
Throttle and Fuel 29
Landing 30
Score, Promotion and Medals 32
Saving Your Pilot 36

QUICK START

GETTING STARTED

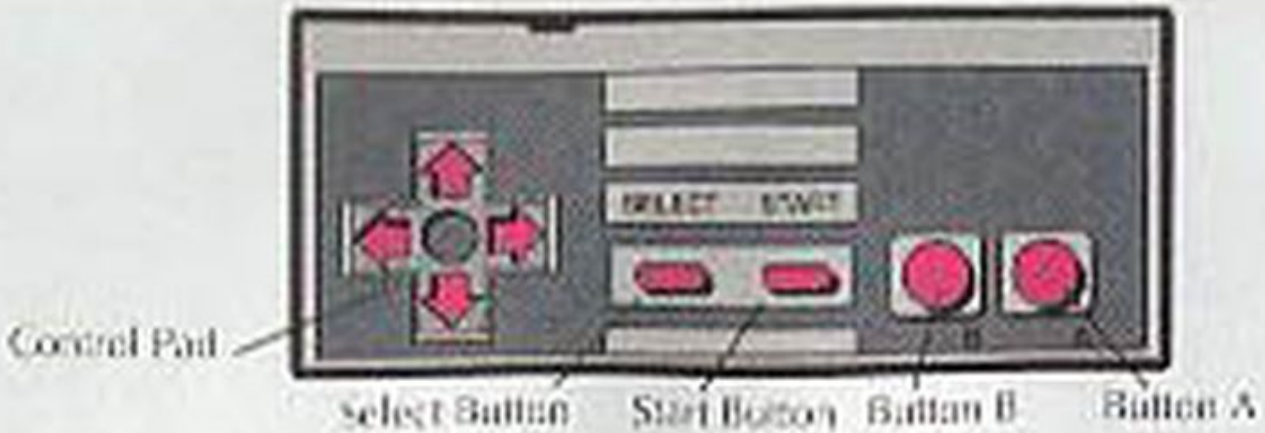
YOU are about to become a member of the elite, the most highly-trained and highly-motivated force in history. YOU are now the pilot of an F-15 STRIKE EAGLE!

1. Make sure the power switch is OFF.
2. Insert the **F-15 Strike Eagle** cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.
4. Press START on your controller.

PREPARE FOR TAKEOFF!

All you have to do to get right to the action is just keep pressing START until you get to Sortie Takeoff!

1. **Game Option Screen.** Press START to choose a one pilot game.
2. **Name Entry Screen.** Enter your name, or press START to skip name entry.
3. **Challenge Level Screen.** Press START to choose Airman level.
4. **Sortie Area Screen.** Press START to choose Libya 1986.
5. **Briefing Screen.** Note your target, then press START to start play.



CONTROL PAD: This is your "joystick."
- Pressing Left or Right makes your plane roll. The farther it rolls (without rolling over), the faster it turns.
- Pressing Up makes the plane dive.
- Pressing Down makes the plane climb.

BUTTON A: Fires your automatic cannon.

BUTTON B: Launches a missile.

START: Drops a decoy.

SELECT: Pauses the game, and calls up the WSO (Options) screen.

Combat Pilot and Ace levels:

SELECT+BUTTON A:
selects decoy type

SELECT+BUTTON B:
selects missile type

SELECT + CONTROL PAD UP:
Increases speed.

SELECT + CONTROL PAD DOWN:
Decreases speed.

Two-Player Pilot and Weapons Officer

In this mode, each player has his or her own hand controller. The **Pilot's** controller (#1) works just like in the one-player game.

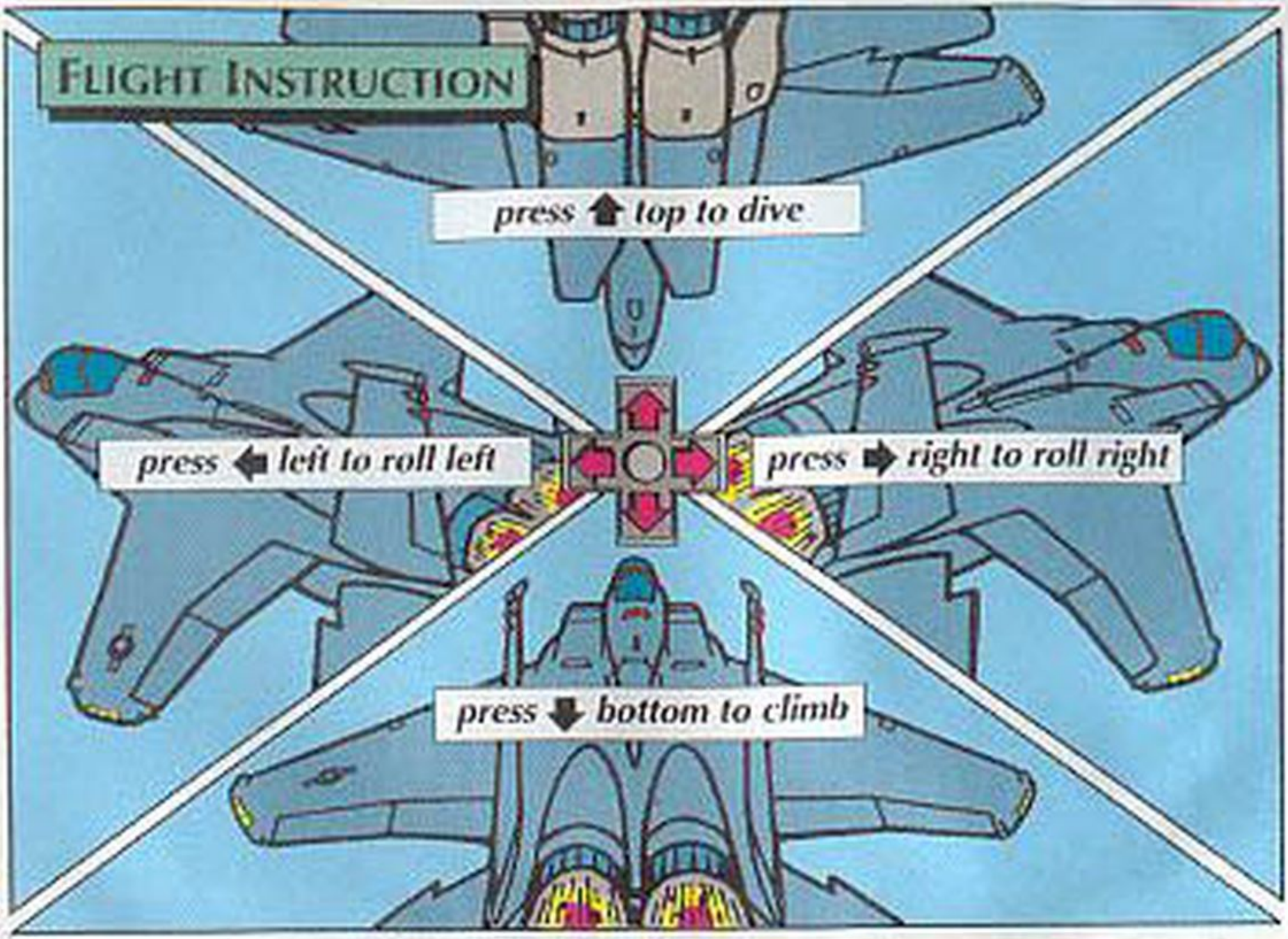
The **Weapons Systems Officer** ("Wizzo") uses controller #2:

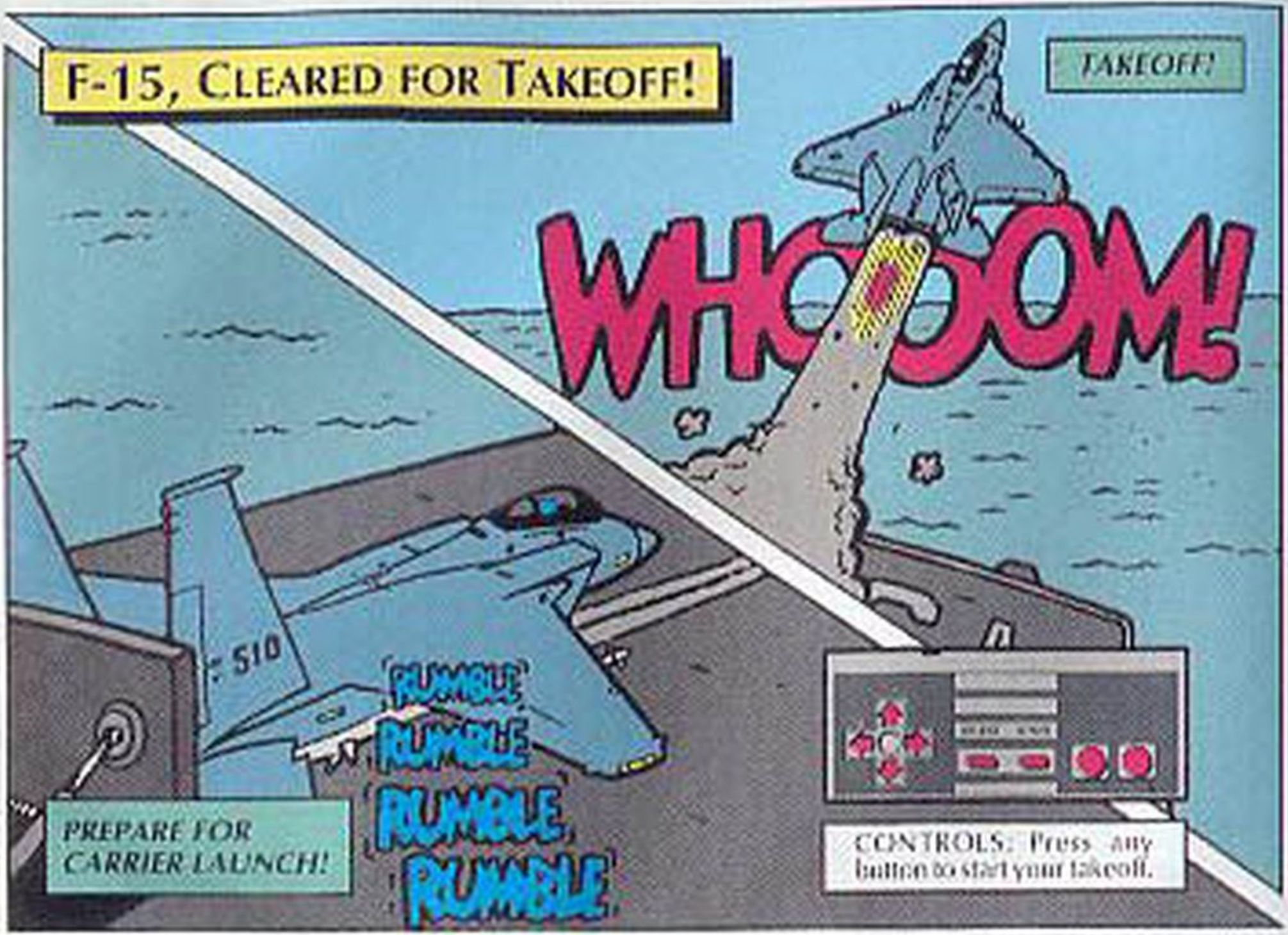
- Button A fires **cannon**.
- Button B launches **missile**.
- START button launches **chaff**.
- SELECT button launches **flare**.
- Control Pad Up/Down changes **throttle**.
- Control Pad Left/Right selects **missile type**.

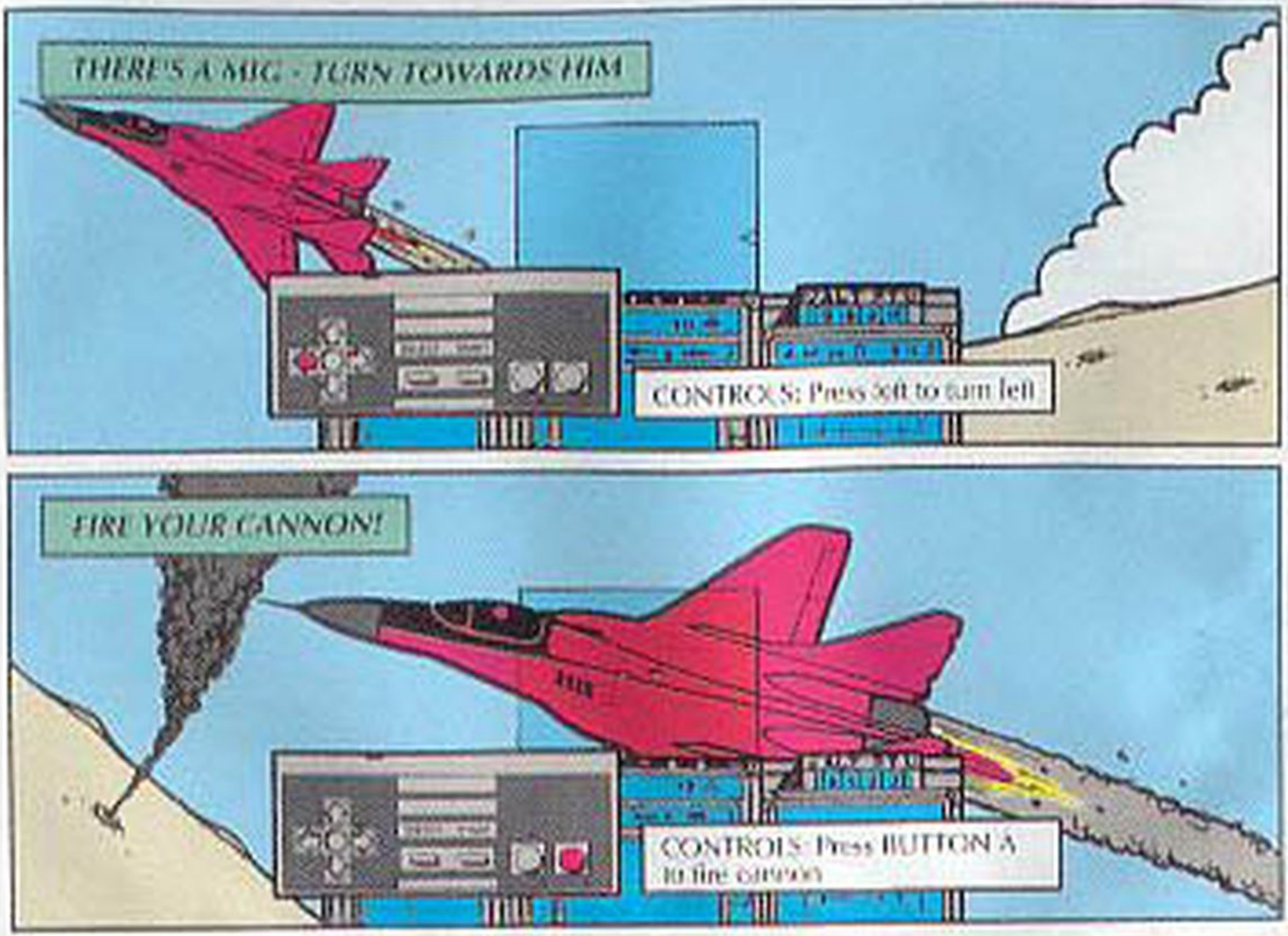
(Control Pad functions in Combat Pilot and Ace levels only.)

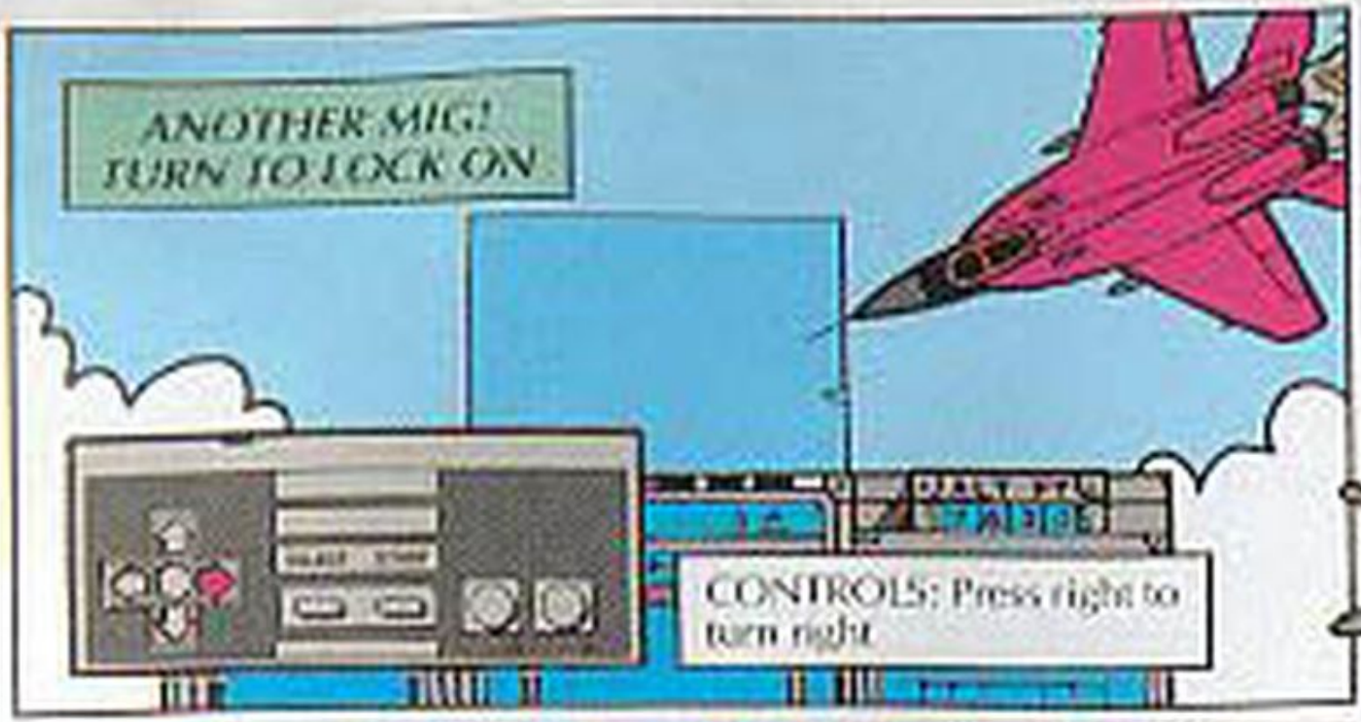
How to Fly The F-15 Strike Eagle

- Turn on your Nintendo NES® and press START.
- *Game Option:* press START for one pilot.
- *Name Entry:* enter your name, or press START to skip on.
- *Challenge Level:* use your Control Pad or SELECT to highlight the level you want, then press START.
- *Sortie Area:* press START to choose Libya 1986.
- *Briefing:* press START to start your Sortie.


FLIGHT INSTRUCTION
press top to dive
press left to roll left
press right to roll right
press bottom to climb


F-15, CLEARED FOR TAKEOFF!
TAKEOFF!
WHOOOOM!
510
RUMBLE
RUMBLE
RUMBLE
RUMBLE
PREPARE FOR CARRIER LAUNCH!
CONTROLS: Press any button to start your takeoff.


THERE'S A MIG - TURN TOWARDS HIM
CONTROLS: Press left to turn left
FIRE YOUR CANNON!
CONTROLS: Press BUTTON A
to fire cannon



YOU GOT HIM!

Remember, when the enemy is in the center of the HUD, the lock-on rotates around it and the lock tone sounds.

START OVER...

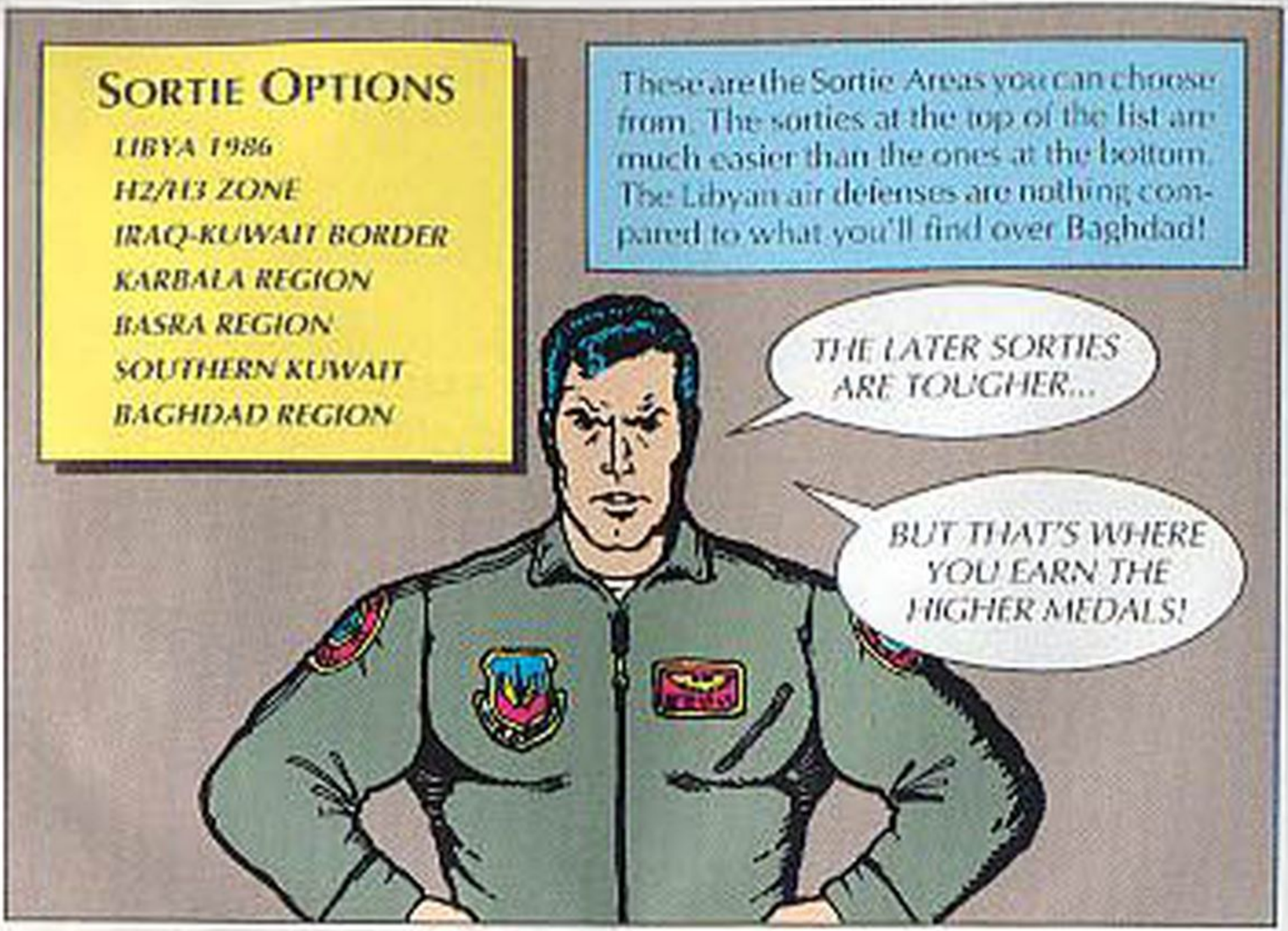
Keep pressing START until you get back to the **Game Option** screen.

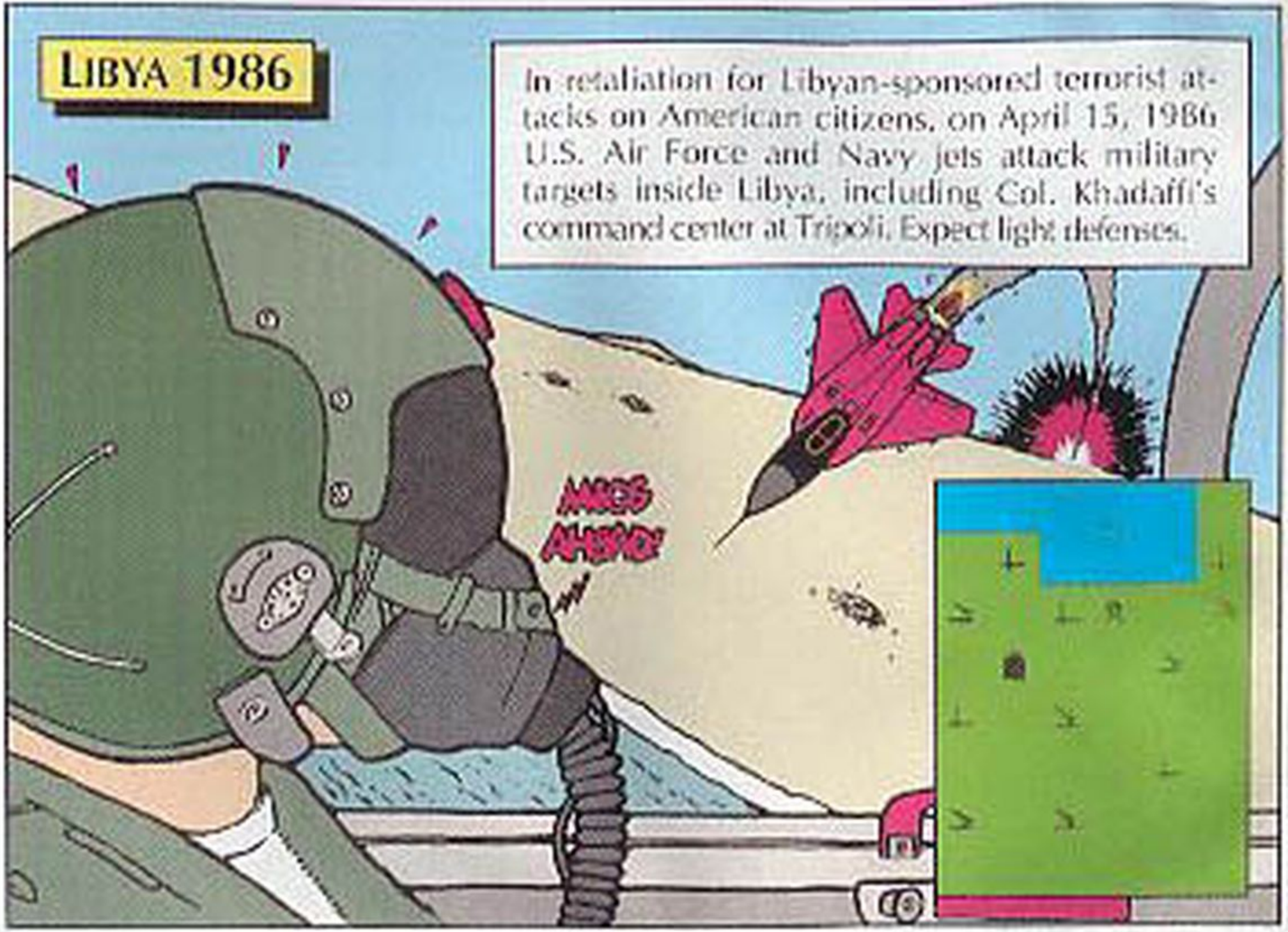
GAME OPTION SCREEN

- ONE PILOT is a one-player game.
- TWO PILOTS: choose from Pilot and Weapons Officer (two players simultaneously) or Pilots Take Turns.
- SAVED PILOT lets you enter a code to bring back an old pilot.

CHALLENGE LEVEL SCREEN

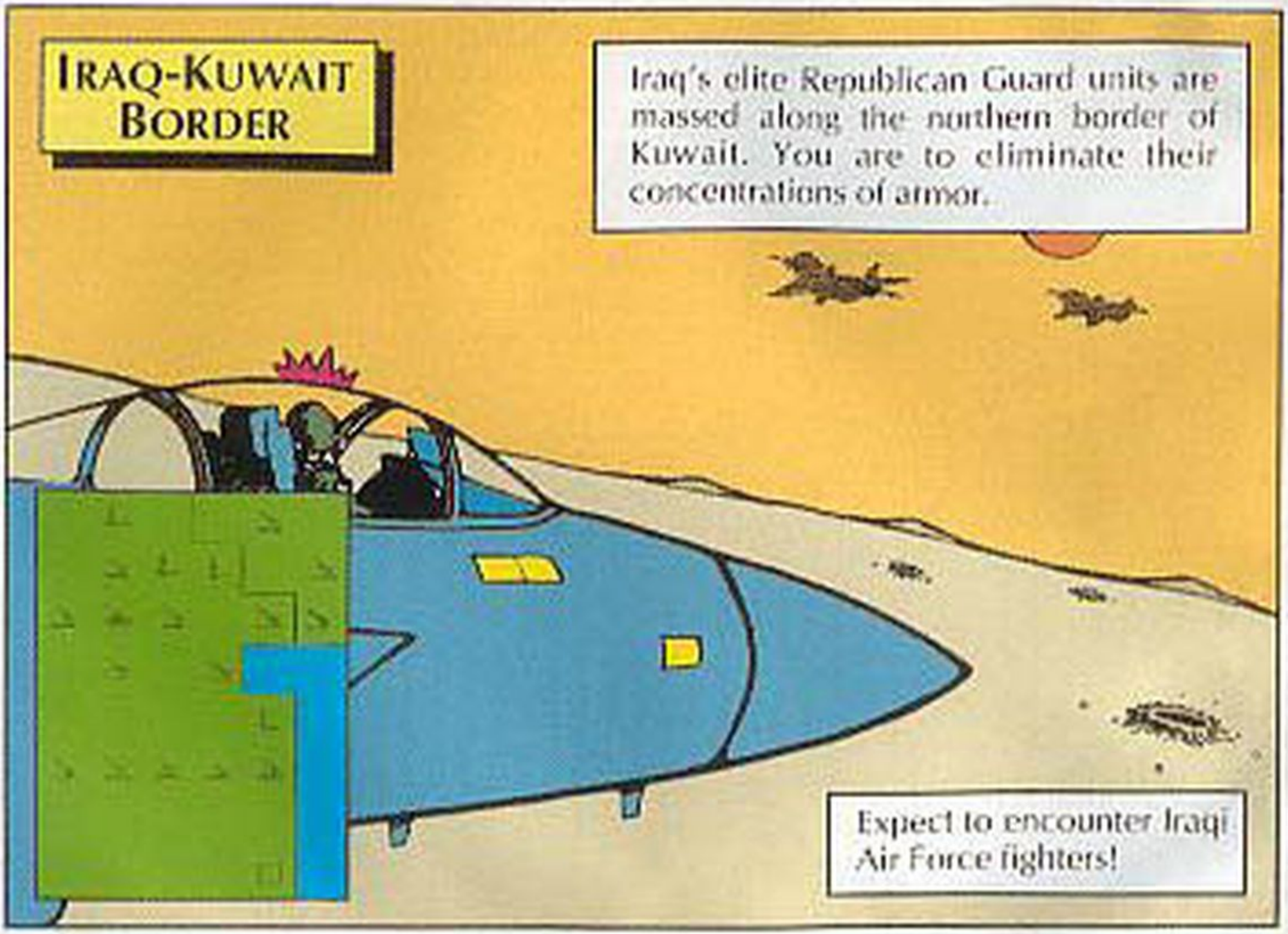
- AIRMAN gives you limited flight control.
- PILOT is a little bit tougher.
- COMBAT PILOT gives you unlimited flight control.
- ACE sends you into dangerous combat with unlimited flight control: the ultimate challenge!

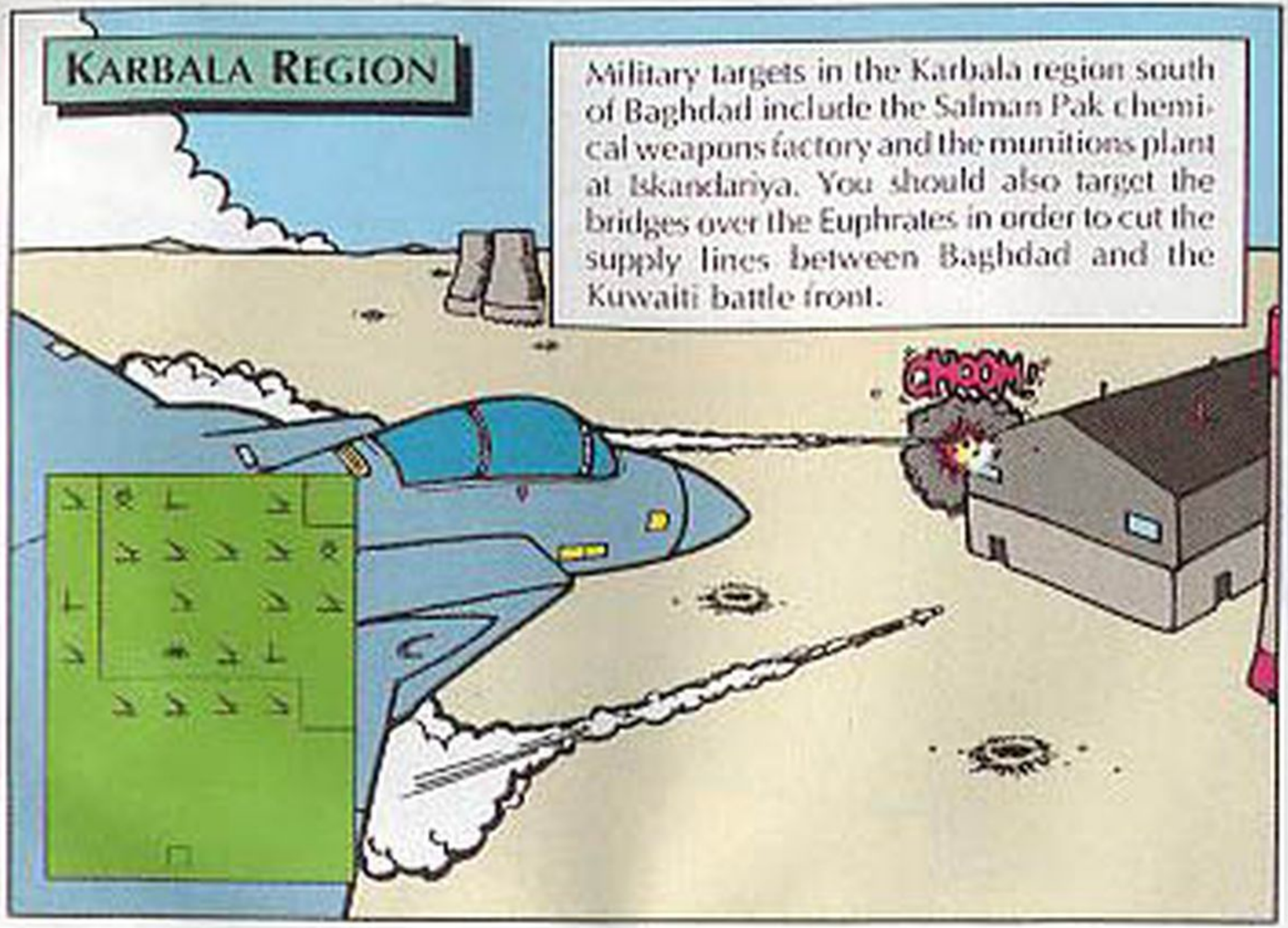

SORTIE OPTIONS
LIBYA 1986
H2/H3 ZONE
IRAQ-KUWAIT BORDER
KARBALA REGION
BASRA REGION
SOUTHERN KUWAIT
BAGHDAD REGION
These are the Sortie Areas you can choose from. The sorties at the top of the list are much easier than the ones at the bottom. The Libyan air defenses are nothing compared to what you'll find over Baghdad!
THE LATER SORTIES ARE TOUGHER...
BUT THAT'S WHERE YOU EARN THE HIGHER MEDALS!

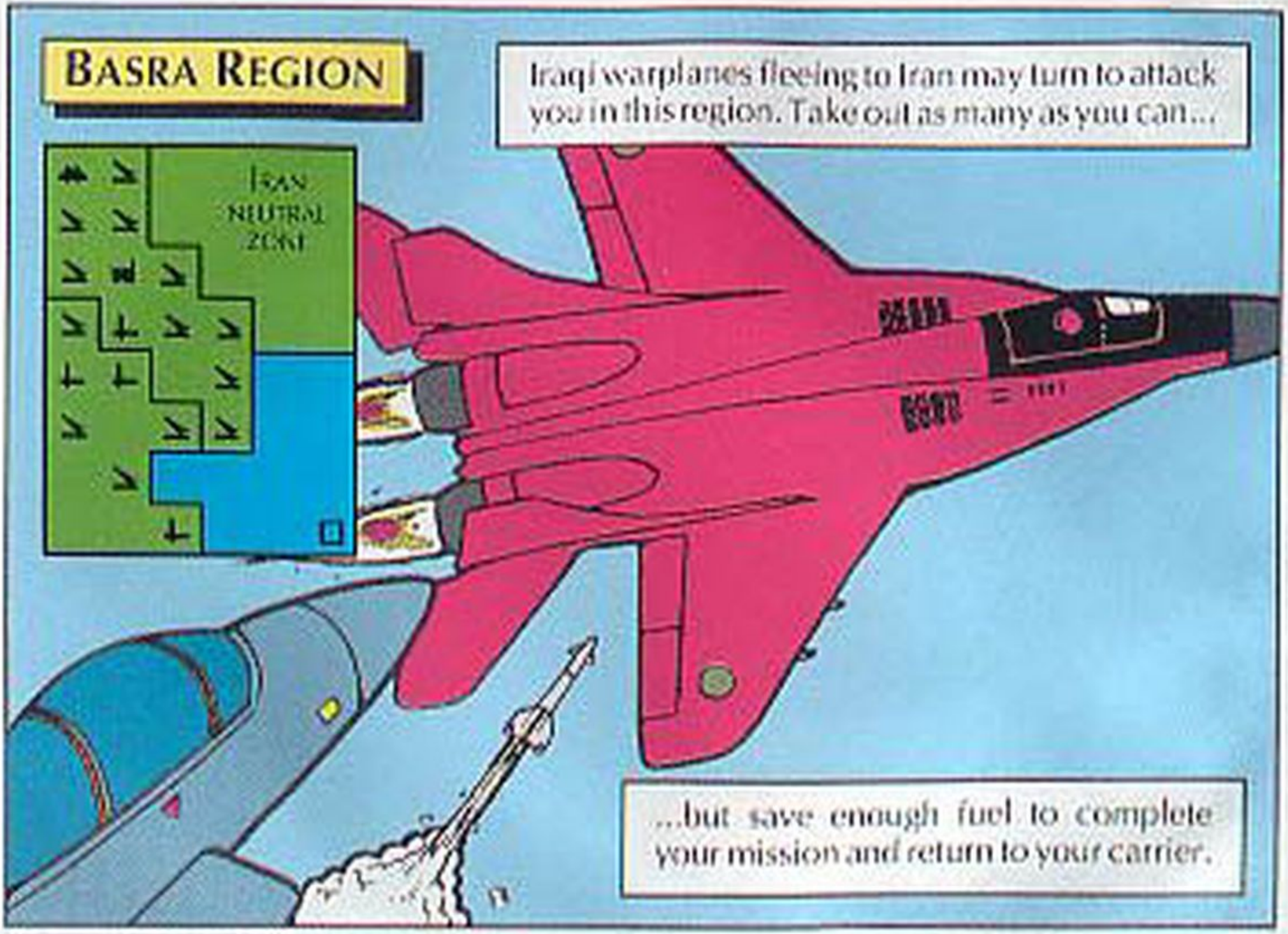

LIBYA 1986
In retaliation for Libyan-sponsored terrorist attacks on American citizens, on April 15, 1986 U.S. Air Force and Navy jets attack military targets inside Libya, including Col. Khadaffi's command center at Tripoli. Expect light defenses.

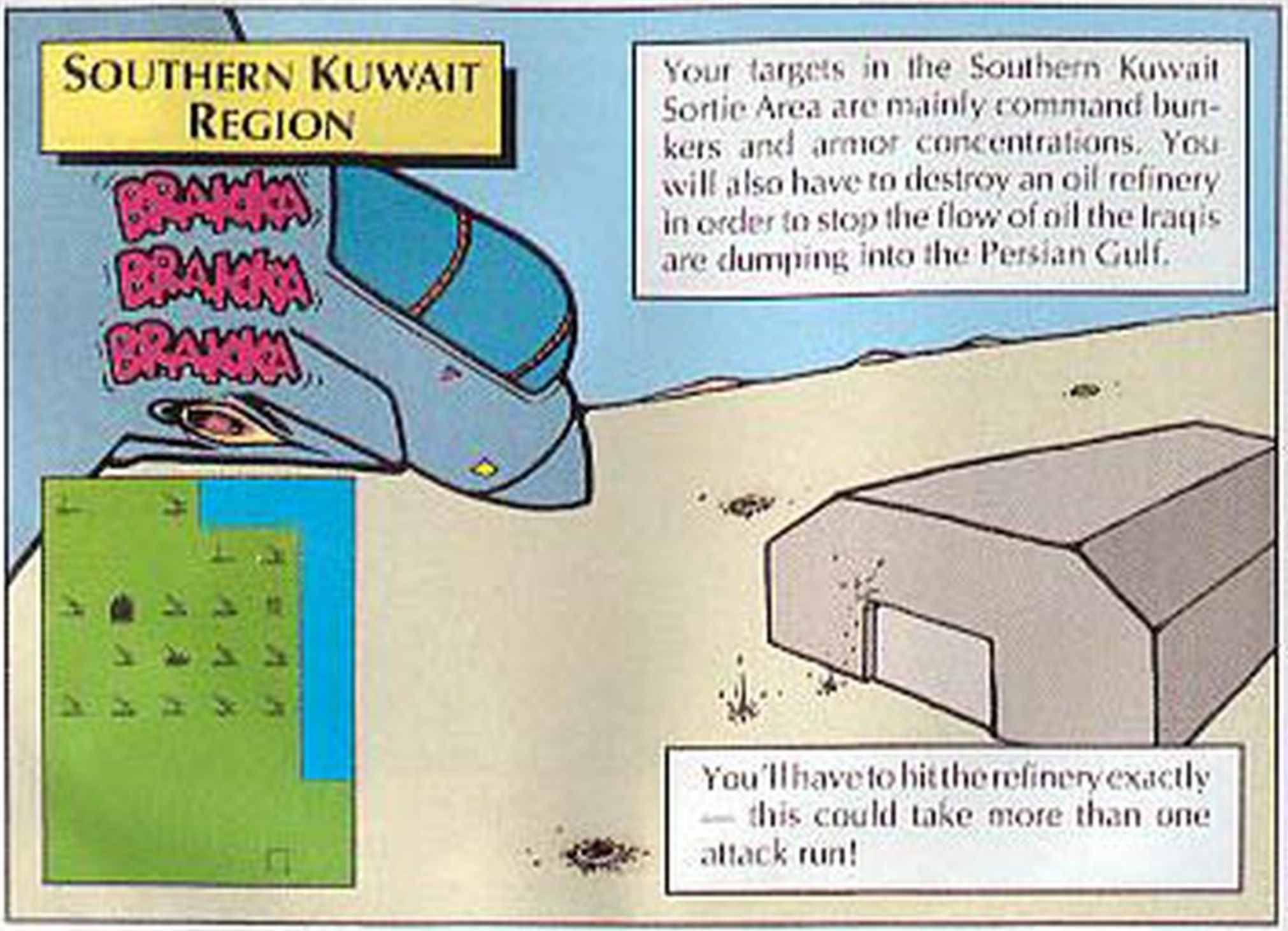
H2/H3 ZONE

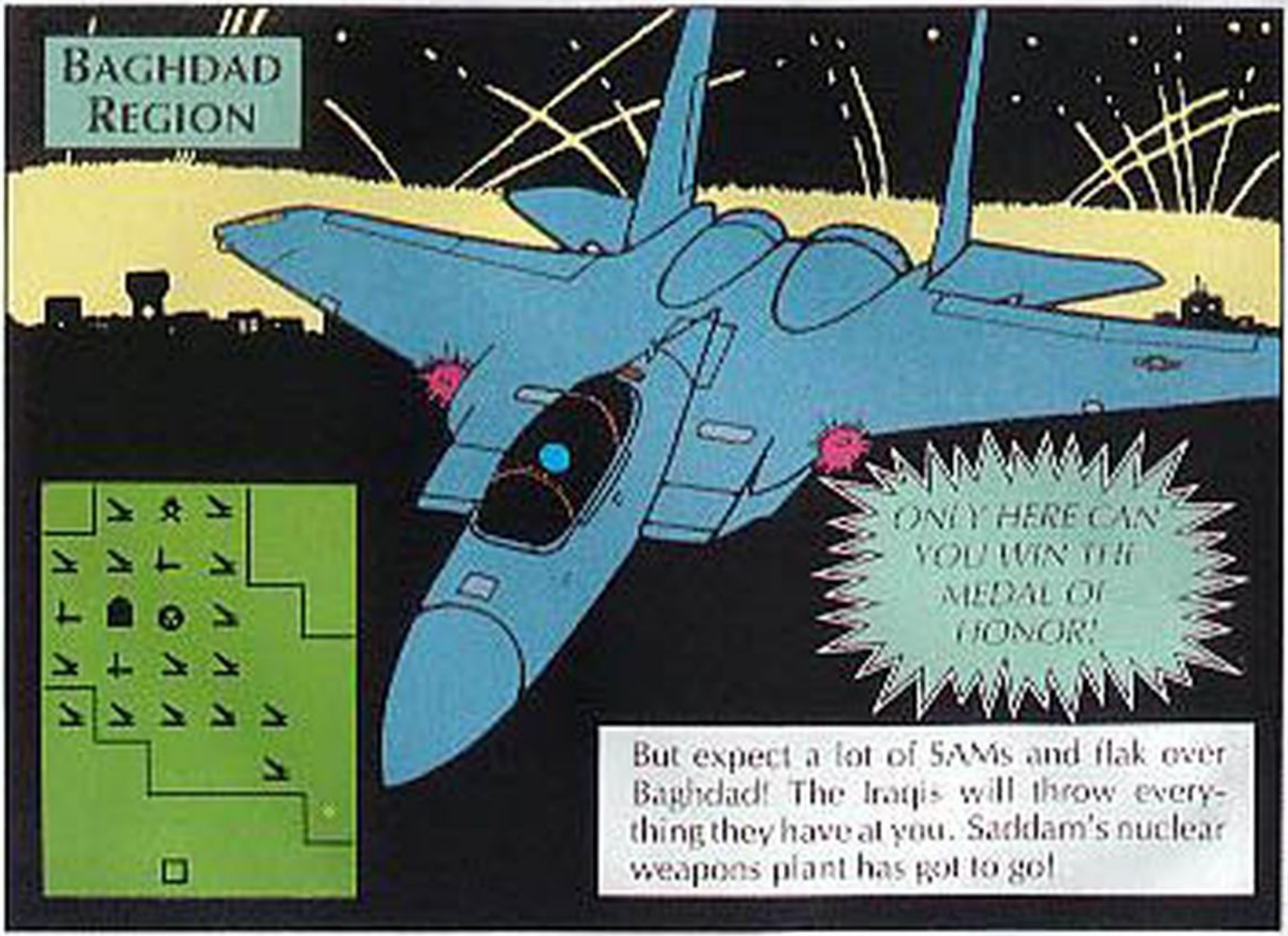
You'll be taking off from CV America in the Red Sea and flying over Saudi territory to reach western Iraq. Your targets include hardened Scud missile launch sites and mobile Scud launchers. You will be provided with last known locations of the mobile launchers, but you may have to search the area to find them.


IRAQ-KUWAIT BORDER
Iraq's elite Republican Guard units are massed along the northern border of Kuwait. You are to eliminate their concentrations of armor.
Expect to encounter Iraqi Air Force fighters!


KARBALA REGION
Military targets in the Karbala region south of Baghdad include the Salman Pak chemical weapons factory and the munitions plant at Iskandariya. You should also target the bridges over the Euphrates in order to cut the supply lines between Baghdad and the Kuwaiti battle front.
CHOOM!

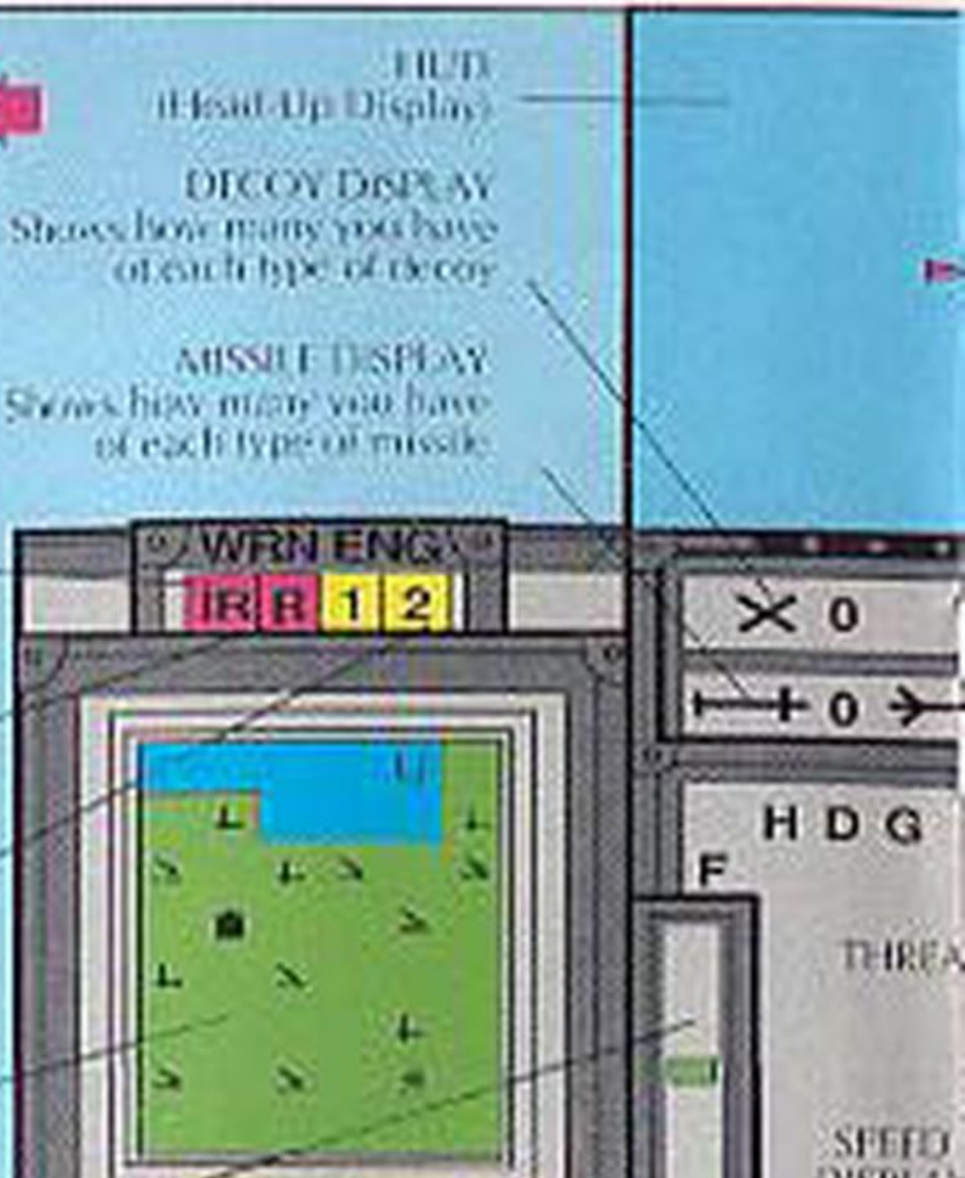

BASRA REGION
Iraqi warplanes fleeing to Iran may turn to attack you in this region. Take out as many as you can...
IRAN
NEUTRAL
ZONE
...but save enough fuel to complete your mission and return to your carrier.


SOUTHERN KUWAIT REGION
BRAHKKA
BRAHKKA
BRAHKKA
Your targets in the Southern Kuwait Sortie Area are mainly command bunkers and armor concentrations. You will also have to destroy an oil refinery in order to stop the flow of oil the Iraqis are dumping into the Persian Gulf.
You'll have to hit the refinery exactly — this could take more than one attack run!

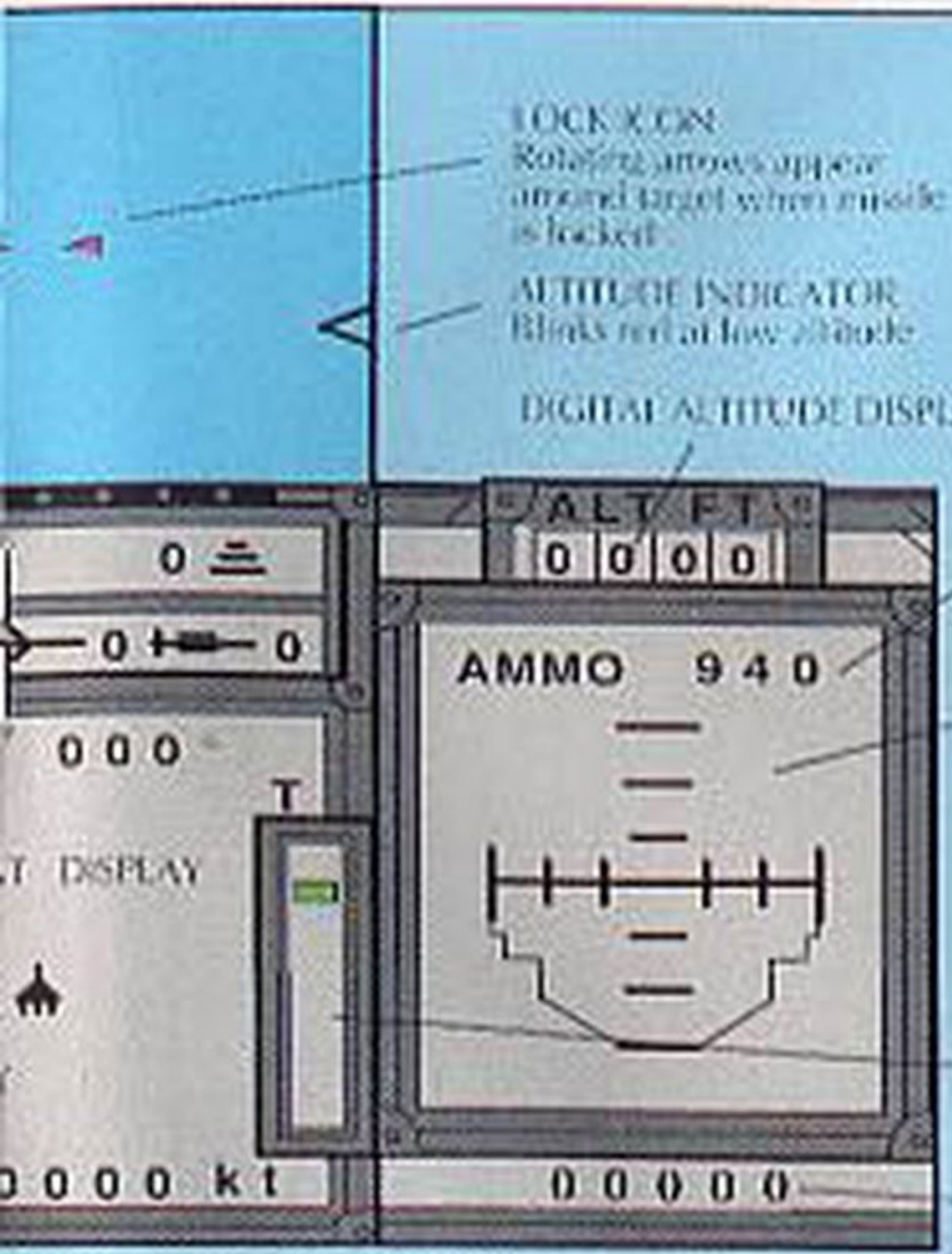

BAGHDAD REGION
ONLY HERE CAN YOU WIN THE MEDAL OF HONOR!
But expect a lot of SAMs and flak over Baghdad! The Iraqis will throw everything they have at you. Saddam's nuclear weapons plant has got to go!

F-15 Cockpit

This is the cockpit of your F-15 Strike Eagle. Study it carefully — the information it provides you can save your life!



• Engine Damage Telltales: These turn red and flash when your F-15's engines have taken damage. If both are red, you're in trouble!



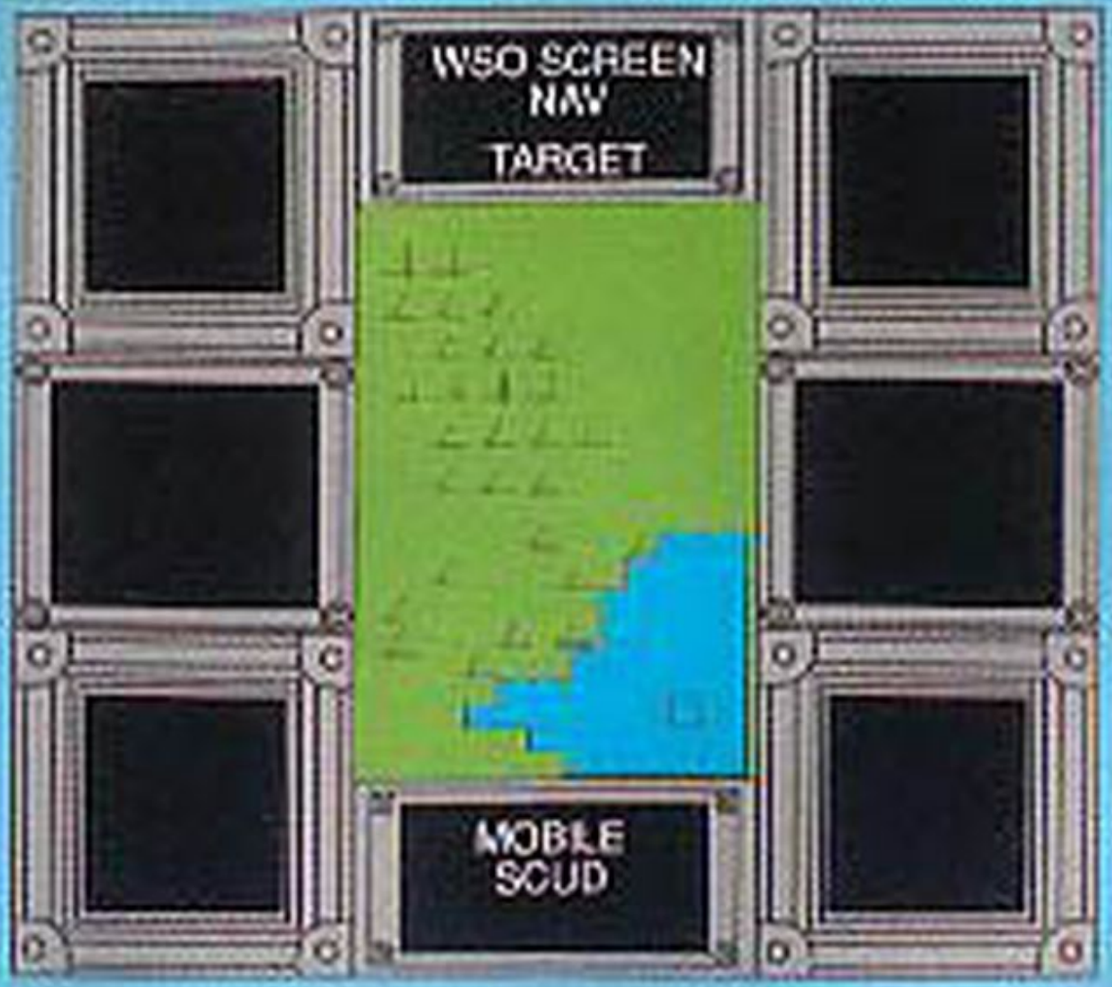
• **Lock Icon:** When a target is in your HUD but not yet locked, it is bracketed by crosshairs. When the crosshairs change into a pair of rotating arrows, you have missile lock on the target.

• **Artificial Horizon:** this shows you which way *down* is when you can't see the horizon. It replaces the ID Screen when your nose is tilted sharply up or down.

FINDING YOUR TARGET

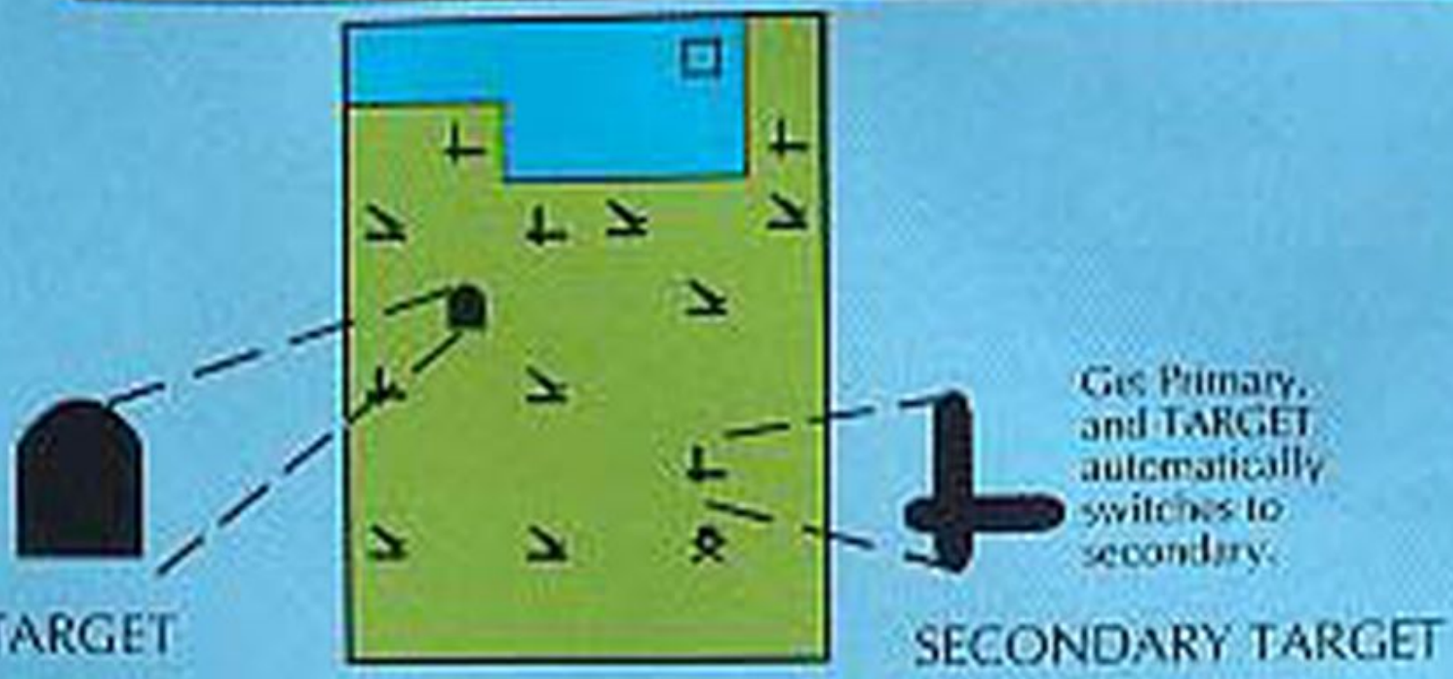
Press SELECT for the WSO Display

Press **Select** to pause the sortie and go to your **Wizzo** display. At Airman and Pilot Challenge Levels you can choose to navigate toward your **Target** or your home **Base.**



TARGET

If you choose **TARGET**, the flashing Navigation Arrow at the top of your flight screen shows you which way to steer to go toward your target. (A Sortie always starts with the Arrow pointing toward your PRIMARY TARGET.)



BASE

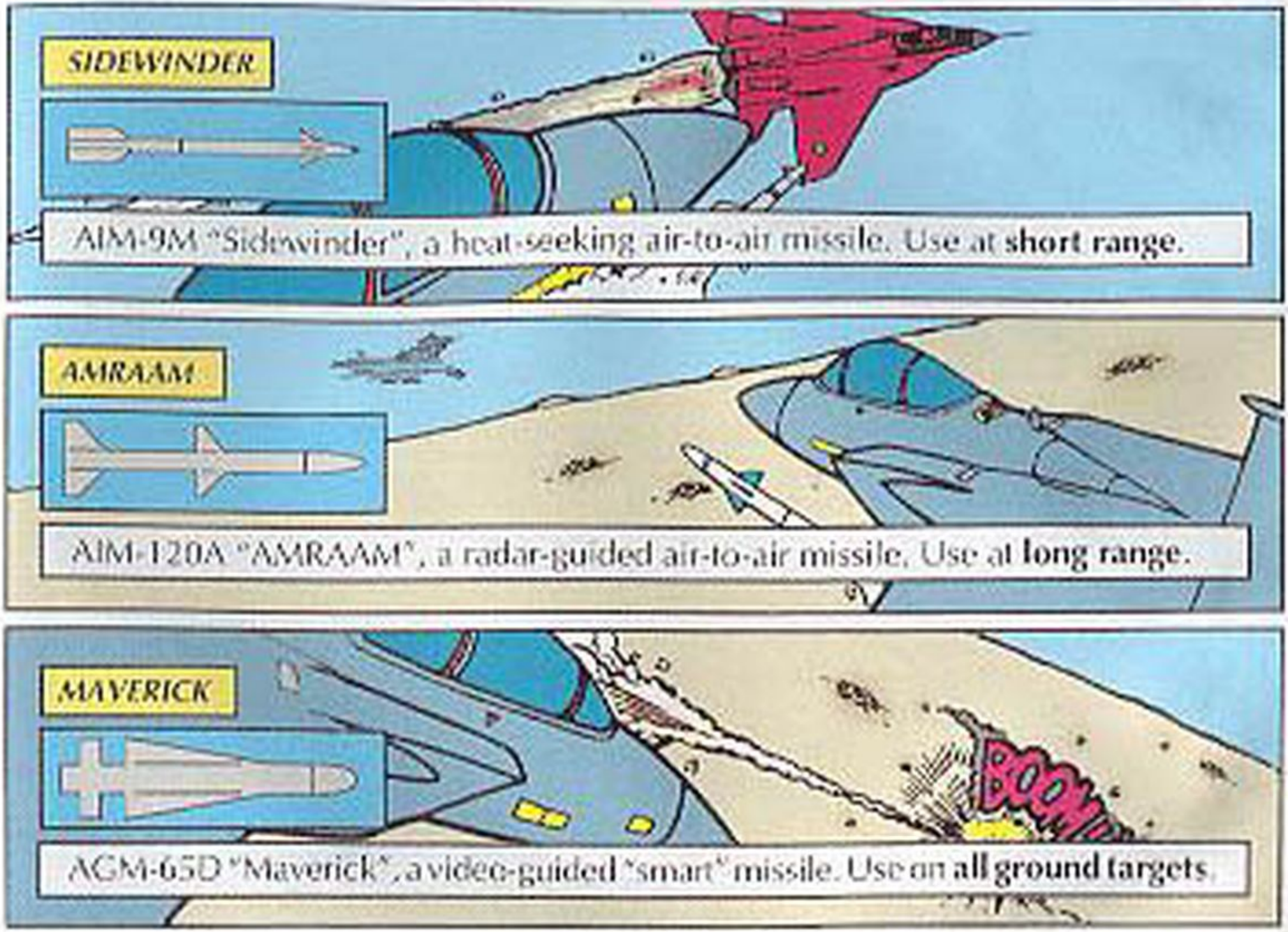
If you choose **BASE**, the flashing Navigation Arrow steers you toward your Home Base. (When you've destroyed the Primary and all Secondary Targets, the Arrow automatically points toward your Base.)

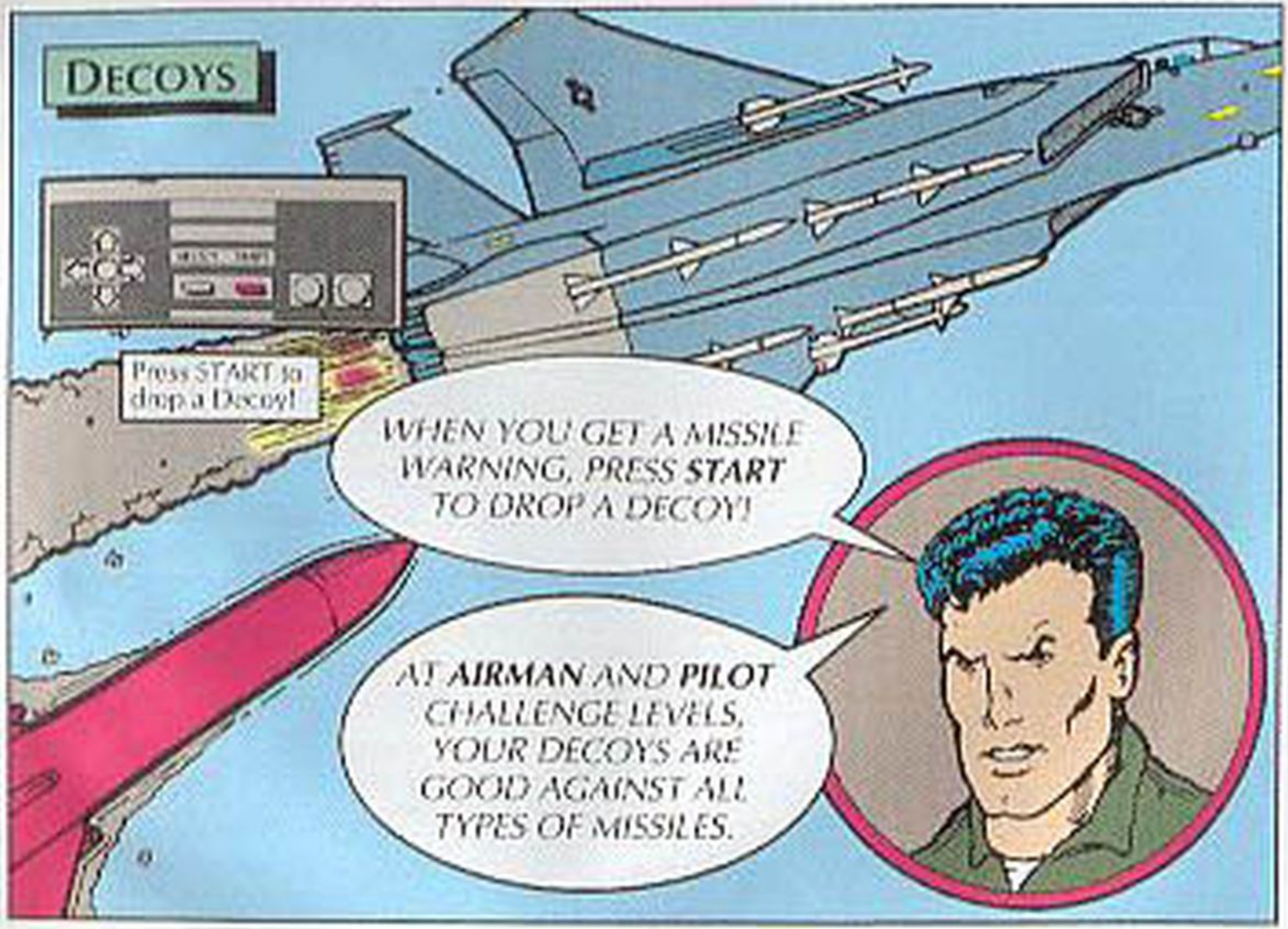
ADVANCED WSO DISPLAY

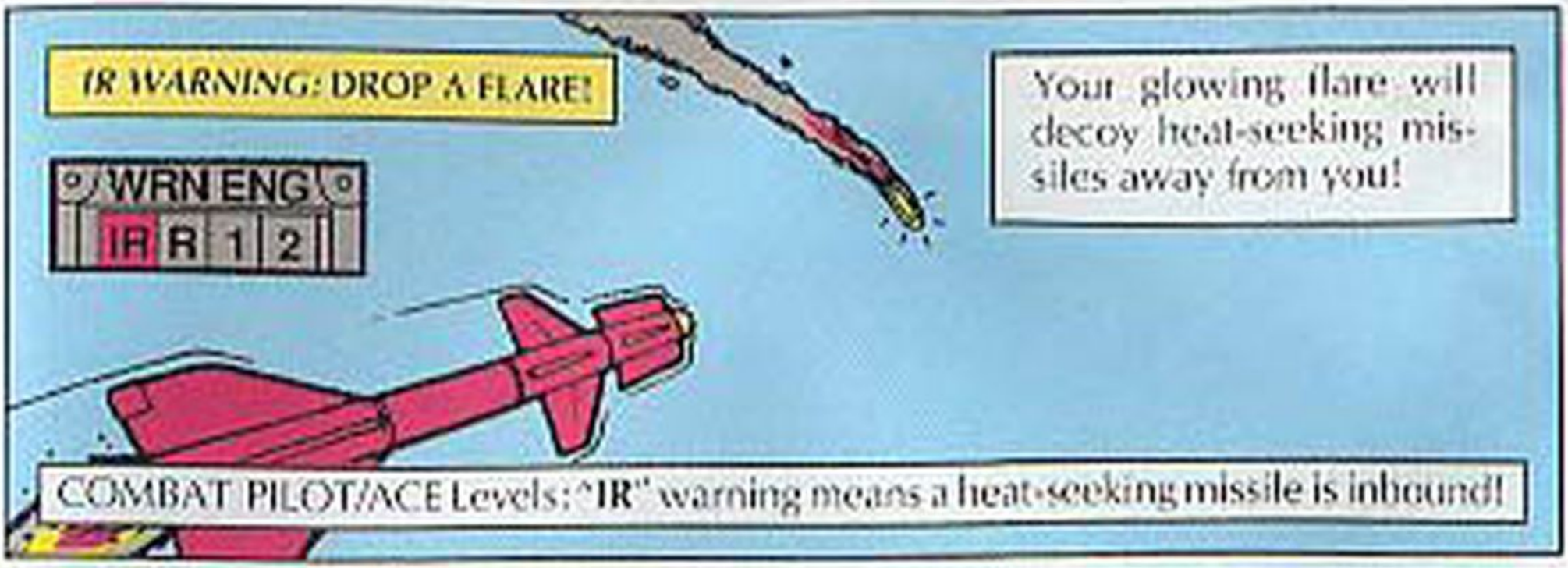
Press SELECT for the WSO Display

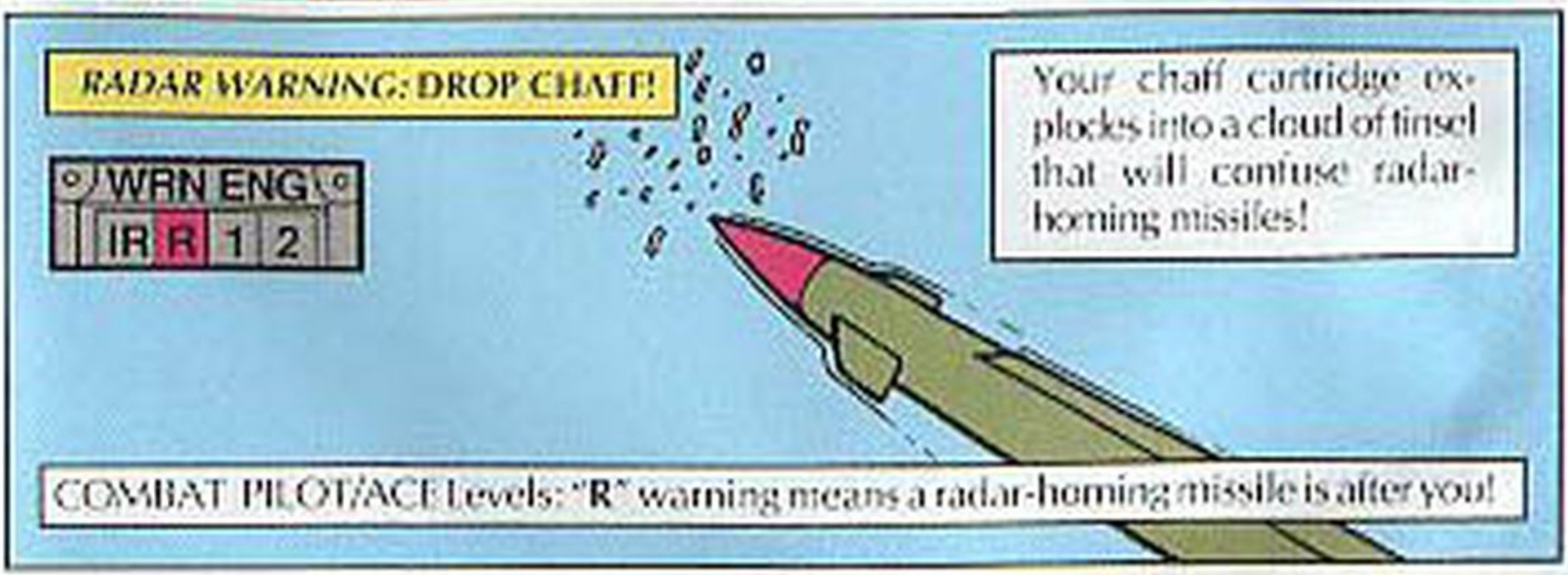
At Combat Pilot and Ace Challenge Levels, your "Wizzo" display has additional options.

As an Ace, you are entitled to a greater choice of weapons and defenses.

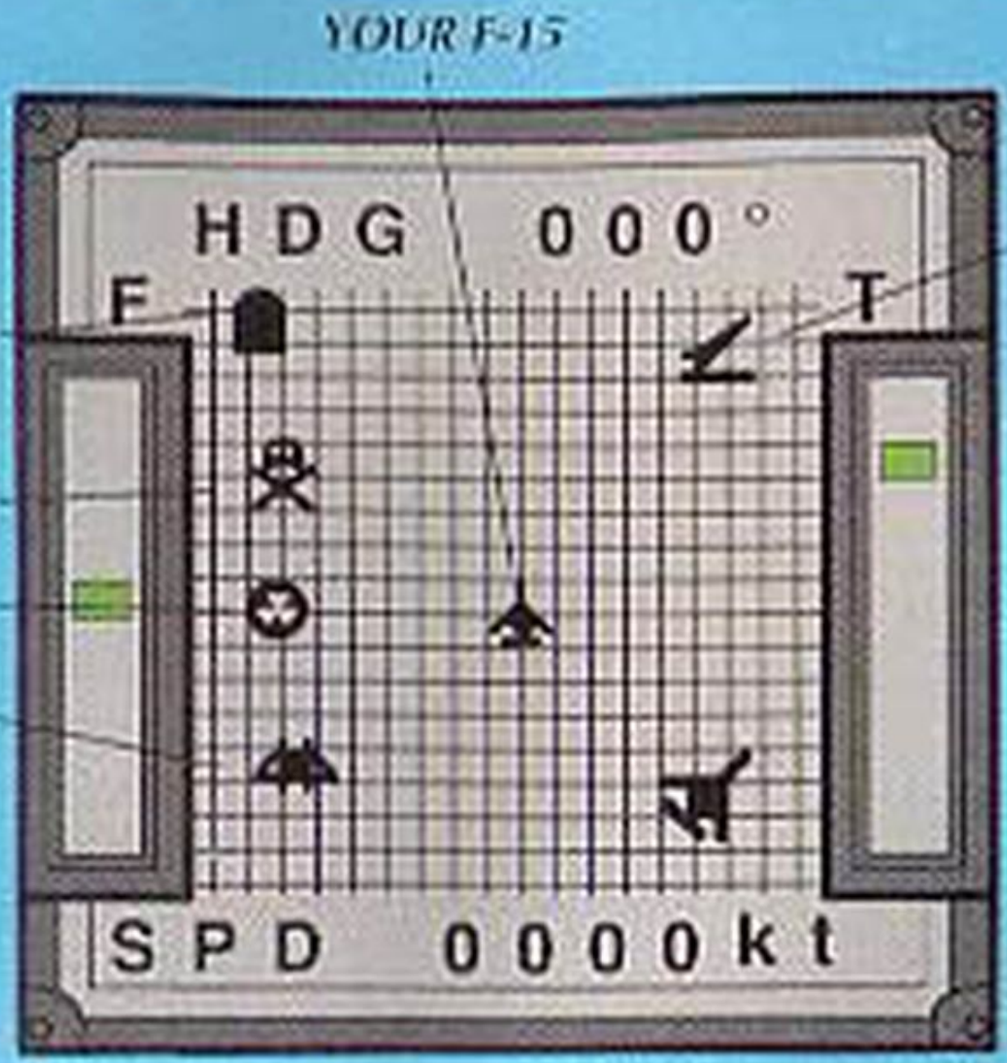

SIDEWINDER
AIM-9M "Sidwinder", a heat-seeking air-to-air missile. Use at short range.
AMRAAM
AIM-120A "AMRAAM", a radar-guided air-to-air missile. Use at long range.
MAVERICK
BOOM
AGM-65D "Maverick", a video-guided "smart" missile. Use on all ground targets.


DECOYS
Press START to drop a Decoy!
WHEN YOU GET A MISSILE WARNING, PRESS START TO DROP A DECOY!
AT AIRMAN AND PILOT CHALLENGE LEVELS, YOUR DECOYS ARE GOOD AGAINST ALL TYPES OF MISSILES.


IR WARNING: DROP A FLARE!
WRN ENG
IR R 1 2
Your glowing flare will decoy heat-seeking missiles away from you!
COMBAT PILOT/ACE Levels: "IR" warning means a heat-seeking missile is inbound!


RADAR WARNING: DROP CHAFF!
WRN ENG
IR R 1 2
Your chaff cartridge explodes into a cloud of tinsel that will confuse radar-homing missiles!
COMBAT PILOT/ACE Levels: "R" warning means a radar-homing missile is after you!

USING THE RADAR: YOUR THREAT DISPLAY



TARGETS:

Headquarters Bunker

Chemical weapons plant

Nuclear plant

Strategic bridge

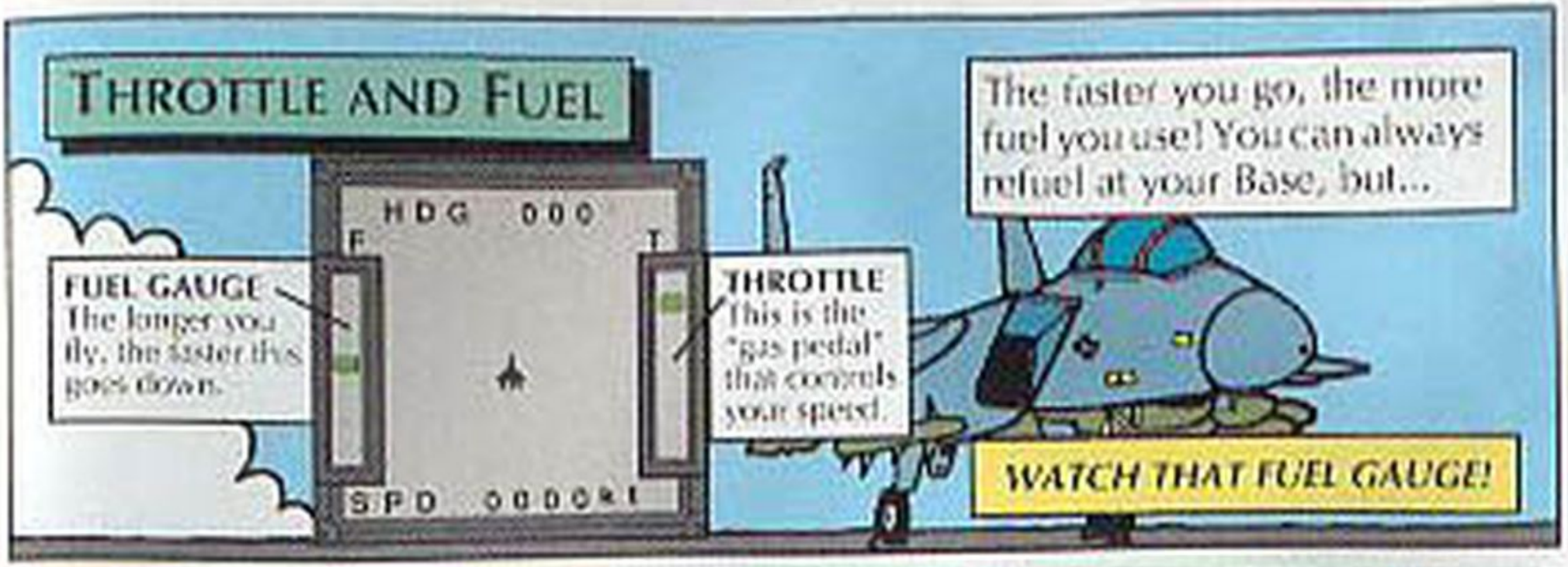
SAM Site
Launches Surface-to-Air Missiles!

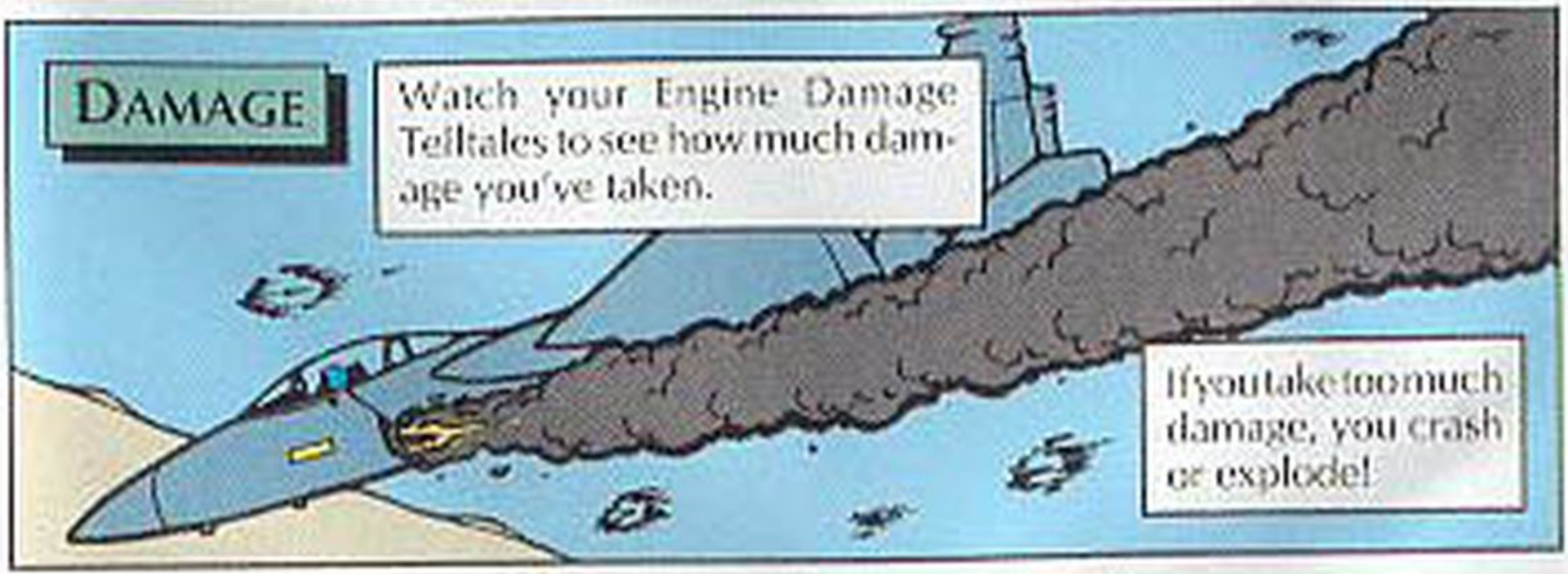
ENEMY PLANES

Yellow are **HIGHER** than you

Red are **LOWER** than you

The Threat Display shows your F-15 in the center, and nearby enemies around it.


THROTTLE AND FUEL
HDG 000
F
T
SPD 000CRI
FUEL GAUGE
The longer you fly, the faster this goes down.
THROTTLE
This is the "gas pedal" that controls your speed.
The faster you go, the more fuel you use! You can always refuel at your Base, but...
WATCH THAT FUEL GAUGE!


DAMAGE
Watch your Engine Damage Telltales to see how much damage you've taken.
If you take too much damage, you crash or explode!

ADVANCED TACTICS: LANDING

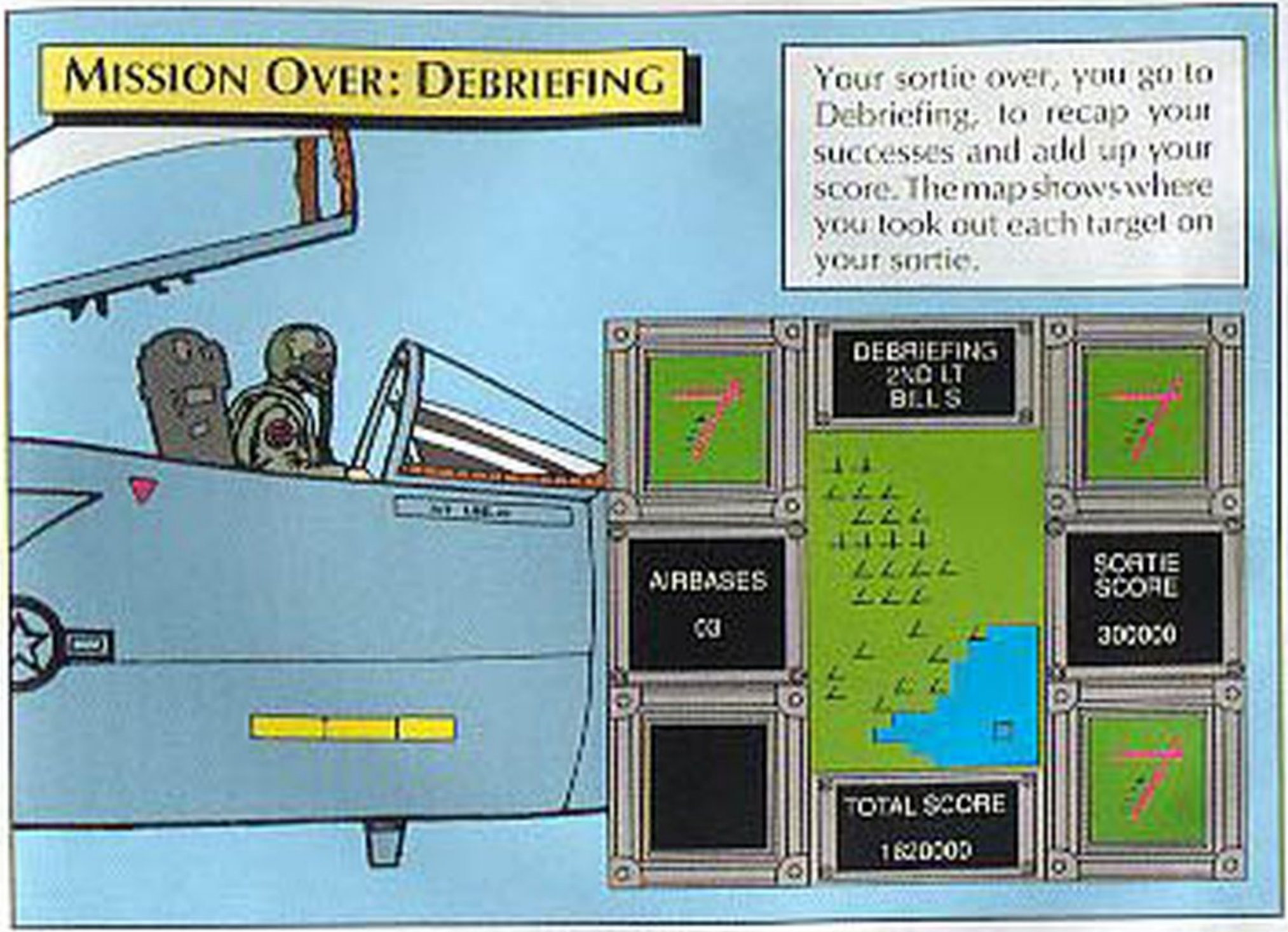
LANDING APPROACH: IN the Combat Pilot and Ace Challenge Levels, you have no automatic landing capability. To land, approach your base below 10,000 ft (10K, in the red altitude zone) with level wings.

LANDING CONTROL: Use your control pad to steer the plane - try to keep the landing brackets centered on the crosshairs. Your throttle will automatically decrease.

A PERFECT LANDING IS WORTH 200,000 POINTS

MISSION OVER: DEBRIEFING

Your sortie over, you go to Debriefing, to recap your successes and add up your score. The map shows where you took out each target on your sortie.



SCORING

All scores are at Airman level. At higher Challenge Levels, targets are worth more!

Red enemy plane
20,000 points

Oil Rig
10,000 points

SAM Site
20,000 points

Airbase
20,000 points

Black Enemy Plane
20,000 points

Primary and Secondary Targets

Primary Targets: 100,000 points Secondary Targets: 50,000 points

The Primary Target is always the first target you are directed to in a Sortie Area. After it is eliminated, you are directed to two Secondary Targets, one after another.

Headquarters Bunker

Chemical/Biological Weapons Factory

Strategic Bridge

Scud Missile Launcher

Armor (Tanks)

Nuclear Weapons
Research Plant

PROMOTIONS

2nd Lieutenant
(Your starting rank)

1st Lieutenant
500,000 points

Captain
2,000,000 points

Major
5,000,000 points

Lt. Colonel
10,000,000 points

Colonel
20,000,000 points

General - *The Top Rank!*
40,000,000 points

When a pilot flies sortie after sortie, his accumulated score keeps adding up. The higher the total score, the higher your pilot ranks!

MEDALS FOR VALOR

Air Force Achievement Medal
1,000,000 points
All Sortie Areas

Air Force Commendation Medal
2,000,000 points
H2/H3 Sortie Area

Bronze Star
3,000,000 points
Iraqi Border Sortie Area

Silver Star
4,000,000 points
Kerbala Sortie Area

Distinguished Flying Cross
5,000,000 points
Basra Sortie Area

Air Force Cross
6,000,000 points
Kuwait Sortie Area

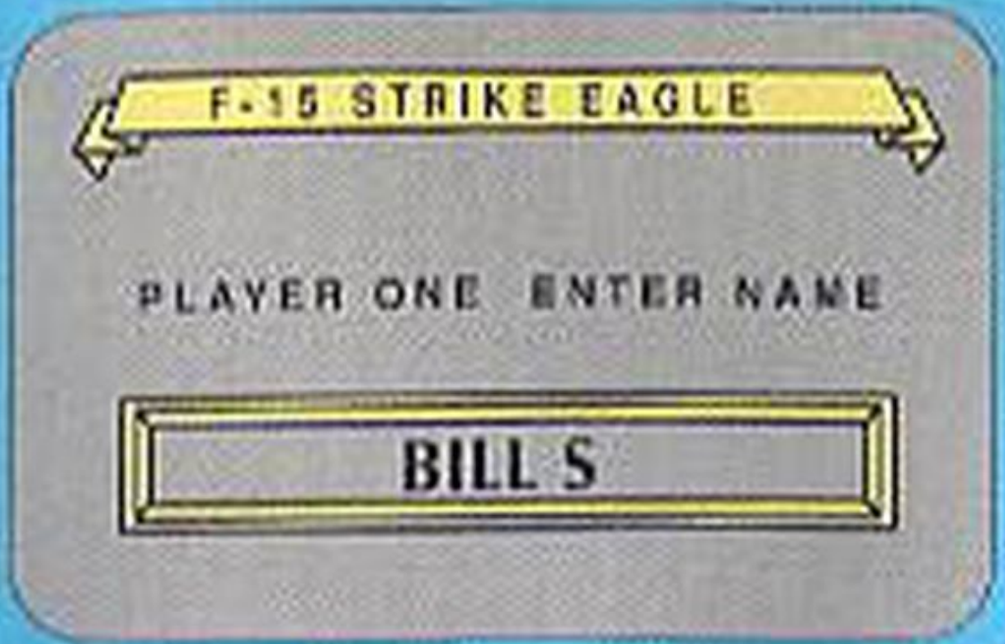
A medal is awarded for achieving a high score in a single sortie. Each medal lists the score needed for the award, and the first Sortie Area in which it can be earned. For example, you can win only the Achievement Medal in the Libya Sortie Area, but in the H2/H3 Area you could also win the Commendation, and in the Iraqi Border Area you could also win the Bronze Star.

F-15'S HIGHEST AWARD:
THE CONGRESSIONAL MEDAL OF HONOR
MAJOR BILL
You can win the Medal of Honor only if you score over 8,000,000 points in the Baghdad Sortie Area!

SAVING YOUR PILOT

F-15 STRIKE EAGLE lets your pilot fly again and again with a simple entry code system. First, record your pilot's name on the **Name Entry** screen.

By saving your pilot and flying repeated sorties, your pilot accumulates more points and earns a higher rank!

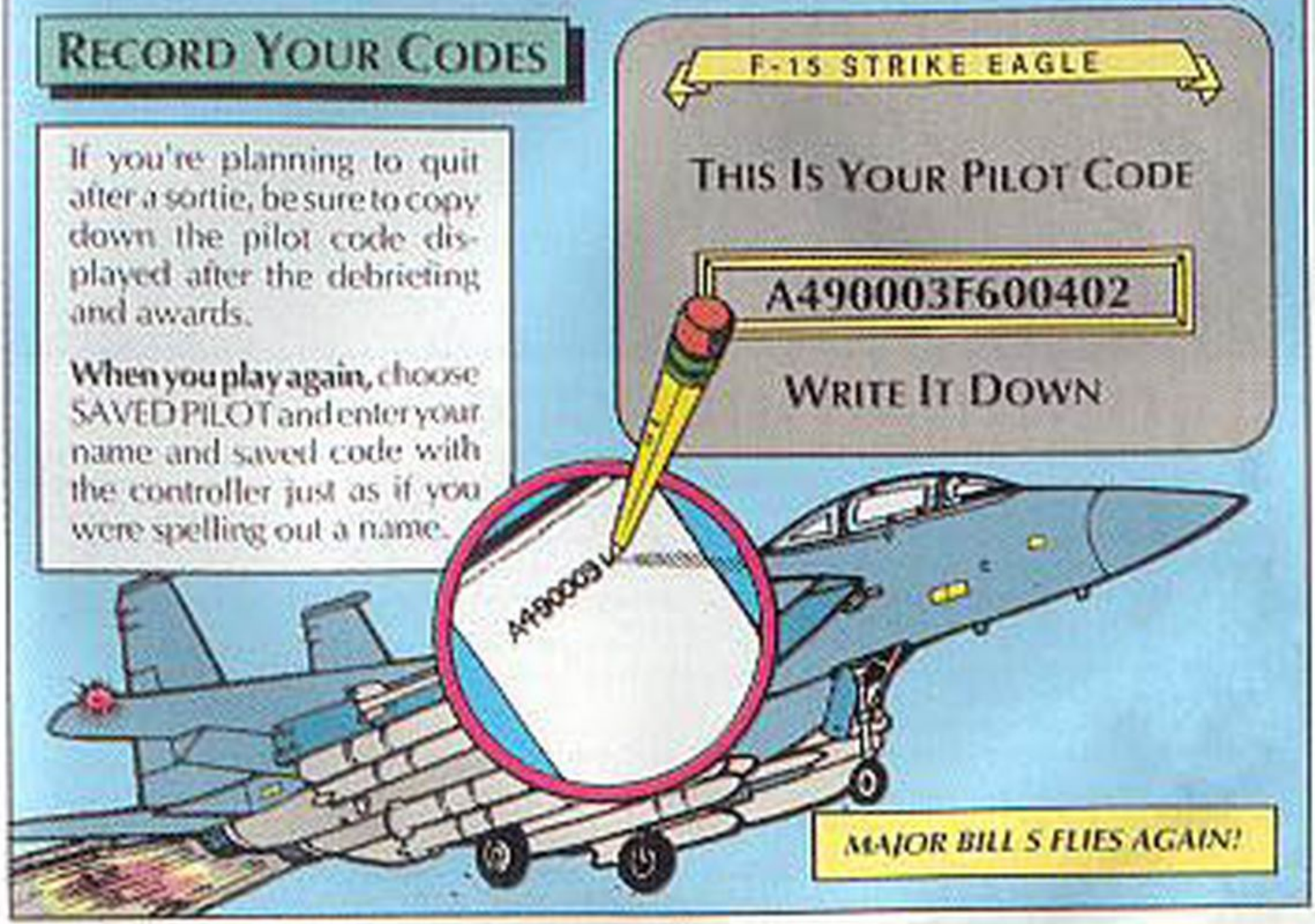


Press the Control Pad to change letters. Press a button to Choose a letter. Select END to continue.

RECORD YOUR CODES

If you're planning to quit after a sortie, be sure to copy down the pilot code displayed after the debriefing and awards.

When you play again, choose SAVED PILOT and enter your name and saved code with the controller just as if you were spelling out a name.



CREDITS

Project Leader: Tony Parks
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Music & Sounds: Ken Lagace
Manual Graphics & Design: Mike Gibson, Ines Idokogi, Cheri Glover
Quality Assurance: Al Roireau, Chris Taormino, Rob Snodgrass
Package Design: Moshe Milich

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

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